

IN THE CLAIMS:

1-20. (Cancelled).

21. (Previously Presented) A graphics display system comprising:

a data structure memory;

a graphics processor for processing graphics images to be displayed on a display;

a data structure stored in the data structure memory, the data structure for defining a corresponding one of a plurality of logical surfaces on which the graphics images are arranged, at least one of the graphics images including pixels of a single color, the data structure comprising:

a field indicating a relative depth of the corresponding one of the logical surfaces;

a field indicating a location of the corresponding one of the logical surfaces on the display; and

a field indicating a color of the corresponding one of the logical surfaces, wherein the pixels for the graphics image including pixels of the single color are generated using the color indicating field by applying the single color to the corresponding one of the logical surfaces.

22. (Previously Presented) The graphics display system of claim 21, wherein the data structure further comprises at least one of a field indicating an alpha value for the graphics image on the corresponding one of the logical surfaces, a field indicating a location in memory where the graphics image for the corresponding one of the logical surfaces is stored, or a field indicating a format of the graphics image to be displayed on the corresponding

one of the logical surfaces.

23. (Previously Presented) The graphics display system of claim 22, wherein the format of the graphics image is any one selected from a group consisting of YUV, RGB, CLUT and alpha-only formats.

24. (Previously Presented) The graphics display system of claim 23, wherein the alpha-only format is a format in which the graphics image is represented in the memory by alpha values only.

25. (Previously Presented) The graphics display system of claim 21, further comprising a field indicating a method of selecting an alpha value for each pixel in the graphics image on the corresponding one of the logical surfaces.

26. (Previously Presented) The graphics display system of claim 25, wherein the alpha value for each pixel is selected using chroma keying, CLUT alpha values, luminance (Y) values or a window alpha value.

27. (Previously Presented) The graphics display system of claim 22, wherein the alpha value contained in the field indicating the alpha value is applied to pixels of the graphics image on the corresponding one of the logical surfaces.

28. (Currently Amended) A method of ~~using a data~~

~~structure to define~~ defining a corresponding one of a plurality of logical surfaces on which graphics images are arranged, at least one of the graphics images including pixels of a single color, the method comprising:

indicating, in the data structure, a relative depth of the corresponding one of the logical surfaces on a display with a first field;

indicating, in the data structure, a location of the corresponding one of the logical surfaces on the display with a second field;

indicating, in the data structure, a color of the corresponding one of the logical surfaces with a third field; and

storing the data structure in a memory;

providing at least one of the first, second, or third fields by the memory to a processor;

generating the pixels of the single color for the at least one of the graphics images by applying the single color to the corresponding one of the logical surfaces using the color specified in the data structure by a processor.

29. (Previously Presented) The method of claim 28, further comprising indicating in the data structure for the corresponding one of the logical surfaces, at least one of an alpha value for the graphics image, a location in memory where the graphics image is stored, or a format of the graphics image to be displayed.

30. (Previously Presented) The method of claim 29, wherein the format of the graphics image is any one selected from a group consisting of YUV, RGB, CLUT and alpha-

only formats.

31. (Previously Presented) The method of claim 30, wherein the alpha-only format is a format in which the graphics image is represented in the memory by alpha values only.

32. (Previously Presented) The method of claim 28, further comprising indicating, in the data structure, a method of selecting an alpha value for each pixel in the graphics image on the corresponding one of the logical surfaces.

33. (Previously Presented) The method of claim 32, wherein the alpha value for each pixel is selected using chroma keying, CLUT alpha values, luminance (Y) values or a window alpha value.

34. (Previously Presented) The method of claim 29, further comprising applying the alpha value for the graphics image to pixels of the graphics image on the corresponding one of the logical surfaces.

35-39. (Cancelled)

40. (New) The method of claim 28, generating the pixels of the single color for the at least one of the graphics images by applying the single color to the

corresponding one of the logical surfaces using the color specified in the data structure by the processor further comprises:

generating the pixels of the single color for the at least one of the graphics images by applying the single color to the corresponding one of the logical surfaces using the color specified in the data structure, at the location specified in the data structure, and with the relative depth specified by the data structure by the processor.